```
ngl_gui::Widget
  # m parent
   # m children
   # m drawable
   # m position
   # m size
   # m tooltip
   # m enabled
   # m visible
   # m focused
   # m drag
   #s theme
   + Widget()
   + ~Widget()
   + Render()
   + SetDrawable()
   + GetDrawable()
   + GetParent()
   + GetParent()
   + SetParent()
   + AddChild()
   + RemoveChild()
   and 34 more...
   + SetTheme()
   + GetTheme()
   ngl_gui::Screen
+ Screen()
+ ~Screen()
+ Render()
+ SetFocusedWidget()
+ GetFocusedWidget()
+ MoveFocus()
+ Contains()
+ OnMouseButton()
+ OnMouseMove()
+ OnMouseDrag()
and 6 more...
```